WHAT IS CLAIMED IS:

1   1.   A ten-frame subtraction system for teaching subtraction skills, said

2   system comprising:

3   (a)   at least one card having a positive numerical representation

4   thereon represented by a corresponding quantity of graphical

5   representations, said graphical representations arranged in a

6   predetermined arrangement;

7   (b)   at least one tile having a negative numerical representation thereon

8   represented by a corresponding quantity of cross-outs, said cross-

9   outs arranged in said predetermined arrangement; and

10   (c)   said at least one tile for interacting with said at least one card for

11   teaching subtraction skills.

12

1   2.   The system of claim 1, said graphical representations remaining

2   visible through said tile if not covered by said cross-outs when said at least one tile

3   interacts with said at least one card.

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1   3.   The system of claim 1 wherein said at least one tile is a see-

2   through tile, said graphical representations remaining visible through said tile if not

3   covered by said cross-outs.

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1   4.   The system of claim 1 wherein said at least one tile is at least

2   partially transparent.

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1   5.   The system of claim 1 wherein said graphical representations

2   arranged in a predetermined arrangement are framed in individual windows and said

3   cross-outs arranged in said predetermined arrangement are framed in individual

4   windows.

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1   6.   The system of claim 1 wherein said cross-outs are from the group

2   consisting of:

3   (a)   an "X" cross-out;

4   (b)   a graphical representation with a "X" cross-out;

5   (c)   a single "/" cross-out;

6   (d)   a graphical representation with a single "/" cross-out;

7   (e)   an "X" cross-out with a circle around the "X";

8   (f)   a plurality of diagonal lines;

9   (g)   a single "|" (vertical line);

10   (h)   a graphical representation with a single "|" (vertical line);

11   (i)   a horizontal line cross-out;

12   (j)   a graphical representation with a horizontal line cross-out;

13   (k)   a completely opaque covering; and

14   (l)   a secondary colored covering.

15

1   7.   The system of claim 1 wherein each said graphical representation

2 is a graphical representation selected from the group consisting of:

3   (a)   a round dot;

4   (b)   a star;

5   (c)   a smiley face;

6   (d)   a number; and

7   (e)   a flower.

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1   8.   A ten-frame subtraction system for teaching subtraction skills, said

2 system comprising:

3   (a)   a plurality of cards, each card having a numerical representation

4   thereon represented by a corresponding quantity of dots, said dots

5   arranged in a predetermined arrangement;

6   (b)   a plurality of tiles, each tile having a numerical representation

7   thereon represented by a corresponding quantity of cross-outs, said

8   cross-outs arranged in said predetermined arrangement; and

9   (c)   said plurality of tiles for interacting with said plurality of cards for

10   teaching subtraction skills.

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1   9.   The system of claim 8, said graphical representations remaining

2 visible through said tile if not covered by said cross-outs when said at least one tile

3 interacts with said at least one card.

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1   10.   The system of claim 8 wherein said plurality of tiles are see-through

2 tiles, said dots remaining visible through said tile if not covered by said cross-outs.

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1   11.   The system of claim 8 wherein said plurality of tiles are at least

2 partially transparent.

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1   12.   The system of claim 8 wherein said dots arranged in a

2 predetermined arrangement are framed in individual windows and said cross-outs

3 arranged in said predetermined arrangement are framed in individual windows.

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1   13.   A method for using a ten-frame subtraction system for teaching

2 subtraction skills, said method comprising the steps of:

3   (a)   providing a plurality of cards, each card having a numerical

4   representation thereon represented by a corresponding quantity of

5   dots, said dots arranged in a predetermined arrangement;

6   (b)   providing a plurality of tiles, each tile having a numerical

7   representation thereon represented by a corresponding quantity of

8   cross-outs, said cross-outs arranged in said predetermined

9   arrangement;

10   (c)   selecting a card representing the number from which to be

11   subtracted;

12   (d)   selecting a tile representing the number to be subtracted; and

13   (e)   interacting said card and said tile such that said dots not covered

14   by said cross-outs represent the solution to the subtraction

15   problem.

16

1   14.   A method for using a ten-frame subtraction system for teaching

2 subtraction skills, said method comprising the steps of:

3   (a)   selecting at least one card representing a number from which to be

4   subtracted from a plurality of cards, each card of said plurality of

5   cards having a numerical representation thereon represented by a

6   corresponding quantity of graphical representations, said graphical

7   representations arranged in a predetermined arrangement;

8   (d)   selecting at least one tile representing a number to be subtracted

9   from a plurality of tiles, each tile of said plurality of tiles having a

10   numerical representation thereon represented by a corresponding

11   quantity of cross-outs, said cross-outs arranged in said

12   predetermined arrangement; and

13   (e)   interacting said selected at least one card and said selected at least

14   one tile such that said graphical representations not covered by

15   said cross-outs represent the solution to the subtraction problem.

16